Luis Angel Espino Cervantes

Luisespinocervantes@gmail.com • (650) 465-9992 • luwuis.github.io/Portfolio/

Education

University of California, Irvine **June 2022**

Bachelor of Science in Computer Science GPA: 3.18 (Dean's List UC Irvine • 5 quarters)

Course Work: Software Design • Game Systems and Design • Data Management • Computer Vision & Graphics

Work Experience

Autonomous Vehicle Tester: Zoox **October2022-Present**

Safely monitor L3 autonomous vehicles. Record traffic data for the learning of the AI software to increase vehicle driving performance. Identify and correct malfunctions and bring feedback to engineers.

Instructor: Juni Learning **April 2022-October2022**

Teach Computer Science concepts using python to K-12 students in remote one-on-one sessions.

Office Intern: San Mateo County Health Clinic **June 2018-September 2018**

Front desk attendant responsible for checking-in patients, updating personal information, facilitating their visits, and answering the main phone. Multitask taking care of the waiting room, printer refills, and faxes.

Projects

Water Simulator (Collision and Blinn-Phong Lighting) **April 2022-June 2022**

Water Simulator is a **WebGL** scene rendering a water surface that supports collision and Blinn-Phong lighting. It renders two cubes that interact with the surface to show the water features.

- Researched physics on water collision with hard objects and implemented a system to mimic it in **WebGL**.
- Introduced Blinn-Phong lighting on the scene objects. I added reflection and fresnels effect to the water plane.
- Adapted simulation into a webpage using **JavaScript** and **HTML** for public interaction.

Image Recognition Software **January 2022-February 2022**

AI algorithm that learns the Histogram of Gradient Orientations of an object by using positive and negative picture samples. It then can identify the same object in static images.

- Created software that is able to recognize specific objects in pictures with a 95% success rate.
- Wrote the function algorithm that learns an object's features from a series of sample images.
- Coded, tested, debugged, and finalized the software using **Python**, **Matplotlib**, and **Numpy** libraries.

Spotify Browser **February 2022**

Website that searches Spotify's database in real-time. Each search creates a new custom page based on the retrieved data from Spotify's API.

- Constructed front-end features to display album, track, or artist searches using **HTML**, **CSS**, and **Angular** components to enhance User Interaction.
- Build the back-end API handling for each search request using **Express.js** and the OAuth protocol.

Vaccine Dash (Videogame) Website **September 2021-December 2021**

A single-player adventure horror web game designed and developed by a team of five. The game consists of finding vaccines in a covid-filled dark hospital.

- Integrated player controls and physics of the game, as well as visuals and audio effects into the game levels.
- Developed a narrative for the game's story which added relatability to the player.
- Introduced the game and features in a mock product pitch.

Sleep Tracker (Mobile App) **January 2022**

Software that records the user's sleeping cycle and sleepiness throughout the day.

- Employed Content Prioritization, Intuitive Navigation, Error prevention, and other **UX/UI** principles.
- Rigorously unit tested the code for **IOS** and **Android** using **Ionic Lab**.
- Developed and designed the app using **Javascript** and **HTML** with the **Ionic** library.

Languages	**Python • HTML • C • C++ • SQL • JavaScript • WebGL • MathLab • Unreal • IonicJS • Linux• A-Frame**
Skills	Project Management • Attention to Detail • Multitasking • Microsoft Office • Biliterate (Spanish)